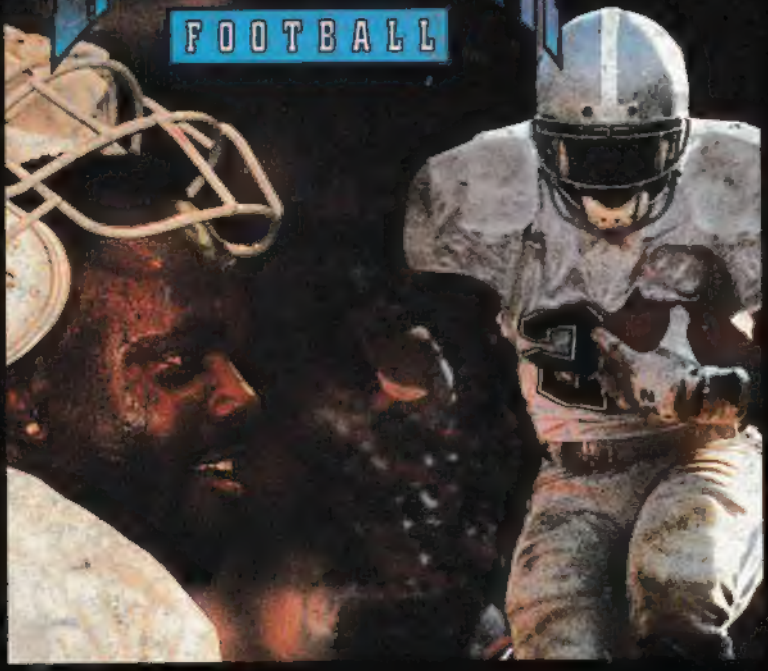
U/SNS-AESE-USA

EMMITT SMITH

FOOTBALL



INSTRUCTION BOOKLET

KIDS TO ADULTS

K-A

AGES 6+

JVC

JVC MUSICAL INDUSTRIES, INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

NEED MORE HELP?

CALL JVC'S 24-HOUR TIP LINE: 1-900-454-4JVC (USA), 1-900-451-5JVC (Canada)
75¢ each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. and Canada. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.
JVC Musical Industries, Inc., Los Angeles, CA 90068

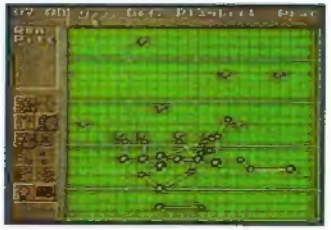
LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



Dear Football Fans,

Nothing gives me a greater thrill than blasting through the defensive line and driving downfield for a TD! Lookin' for the hole; movin' left and right; blastin through the opening in the defense! There's nothin' better!

Now you can join me on the gridiron for that same adrenaline rush and all the hard-hitting action you expect from a pro football game! You can even go behind the scenes and design your own plays! Do like I do and take on the toughest teams in the league with you own brand of football. Who knows, you may even break a few records. Maybe even some of mine...

Good luck!

- Emmitt Smith

Table of Contents

About Emmitt Smith Football	2
Hike! — Getting Started	3
Your Clipboard — The Controller	4
The Match Up Screen	5
Starting The Game!	6
Kicking Off	7
Receiving The Kick	8
Onside Kick	9
Play Calling	10
Executing Offensive Plays	11
Passing	12
"No Huddle" Plays & Audibles	13
Running Your Defensive Plays	14
At The Line Of Scrimmage, Before The Snap	15
After The Ball Is Set Into Play	16
The Special Teams	17
Pausing The Game	18
Instant Replay	19
Play Editor	20
Custom Plays	27
Credits	31

About Emmitt Smith Football

The world of professional football has never been more in your control! Instead of just watching the action from the sidelines, you become the field commander, strategist and hard-nosed player — all in one! With the Play Editor feature in Emmitt Smith Football, you can either restructure the classic plays of modern era football or design a whole bunch of your own! In fact, you can design and save over 60 plays for your offense and defense that will baffle your opponents for years to come!

Think of your controller as your clipboard, your access to every aspect of the game. Make heroic diving leaps into the end zone for the last second score. Methodically eat away at your opponent's defense as you grind the clock down in a 12-play drive for the goal line. Make a near impossible field goal in OT to take the championship! Replay the glory over and over with the Instant Replay feature! It's all here, bruises and all, in the toughest football game ever built for the Super NES!

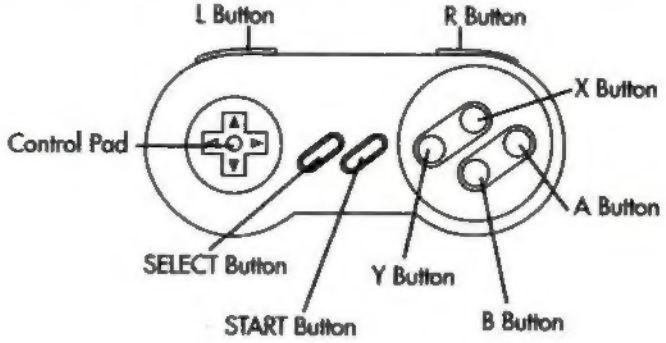
Hike! — Getting Started

1. Set up your Super Nintendo Entertainment System.
2. Be sure that controller #1 is plugged in properly. If you are going to play a 2-Player game, make sure that controller #2 is also plugged in firmly.
3. Make sure the power switch is turned OFF. Place the Game Pak into the cartridge slot and press it down firmly.
4. Turn the power switch to ON. You should see the Nintendo title screen, then the Emmitt Smith Football title screen.

Your Clipboard — The Controller

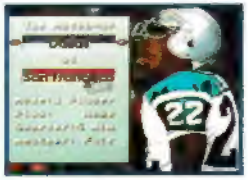
Your controller is your guide to every play and action in this game. Familiarize yourself with the button configurations — you will be making some quick decisions based on the buttons you push...you want to be sure you are pressing the ones you wanted!

Depending on which stage of the game you are in the buttons have different functions. We have laid out this manual by the order of actions you will undertake in the game. Each chapter has the call-outs for each button. You may need to refer to this manual (more than once), as you play the game.



This manual refers to the following directions:

The Match Up Screen



After you press the Start Button at the Title Screen, you will come to the Match Up Screen. This screen has the functions that allow you to set up the entire game. You can press the Start Button at any time while at this screen to begin the game. Be sure that all the features you want are in place first!

Toggle between each of the features by pressing either Up or Down.

Your first decision is which two **Teams** will play.

To Select Teams: Control Pad Left or Right on Team Name

The next decision involves the **Mode** you want to use. Your choices are: 1-Player (solo game vs. the computer), 2-Player game (either two people on the same side or vs. each other), and Editor mode.
If you wish to create plays for your team, now would be a good time to do so by activating the Editor mode. (See the chapter on the Editor Mode for setting up your own plays.) If 2-Player Mode is chosen, a Super Nintendo control pad with a "1" or a "2" next to it will appear next to each of the teams to distinguish between player one and player two.

Play feature gives you the choice of playing as the Home Team or as the Visiting Team. This option also allows you to choose the 2-Player Vs. Mode. Press the control pad left or right to make your selections.

Quarters gives you the options for 5, 10, or 15 minute quarters. There are four quarters in every game. If the game is tied at the end of the 4th quarter, you will go into a sudden-death Over Time (OT).

The **Weather** feature gives you the option to play on a fair day (over-all best conditions), a rainy day (a little slippery), or even in the snow (very slippery). Bad weather will also affect the way you can maneuver on the playing field.

Starting the Game!

Coin Toss

Once you have set the guidelines for the game, you're ready to toss the coin and go for it! Press the Start Button while you are in the Match Up Screen and the game begins. The captains from each team run out to the middle of the screen where they are joined by the head referee. The Home team captain chooses heads or tails and the ref flips the coin.

To make a coin toss selection:

Choose heads:	Press Y
Choose tails:	Press A

The winner decides whether to receive or kick the ball.

To make a kick off selection:

Kick:	Press Y
Receive:	Press A

Once this is chosen, the sides line up and you're ready to go!

Kicking Off

Kicking Team:

1. When your team is lined up in kickoff formation, press Y to put your kicker in motion and start the power meter.
2. To aim your kick, press the Control pad Left or Right.
3. Press the Y Button again to stop the power meter and kick the ball. The higher the needle, the harder the ball is kicked.

(NOTE: The kicking procedure is the same for all kicks, field goals, and punts.

Special Teams Tackling:

1. Control pad in any direction to direct your defender(s).
2. Press the B Button to control the defender closest to the ball. Press the Y Button to dive towards the kick receiver.

Receiving The Kick

The receiving player is automatically positioned to catch the ball. If the ball is caught in the open field, he'll run. If the ball is caught in the end zone, he'll stay until you decide to run him out. If you choose not to run, a touchback will be called, and you will receive the ball on the 20 yard line.

Controlling the kick receiver

1. Once you catch the ball, use the Control pad in any direction to move the player.
2. Controls for your runner:

To Dive:	Press Y
To Spin:	Press B
To Shoulder Block:	Press A
To Sidestep:	Press L or R

When the kickoff is completed, the teams begin the play-calling process.

Onside Kick

While we're on the topic of kicking, we've added the option for an onside kick. If it's late in the game and your team is trailing, you may want to try this option. Your opponent might be caught off-guard, and you could regain possession of the ball.

As in real football, the ball must first travel at least ten yards before your team can touch it. At that point, it's up for grabs, and if you beat your opponent to the ball, you get possession!

Procedure for an onside kick:

1. When your team is lined up in kicking formation, press the A Button to bring up the audible indicator.
2. Press the A Button again. This sets up the formation for an onside kick. Your team moves to the left side of the ball. If you wish to return your team to the original kickoff position, press the A Button twice.
3. Press the Y Button to set your kicker in motion and start the power meter.
4. Press the Control pad to the left and press the Y Button again. The ball will be dribble-kicked a small distance in the direction of your players.
5. Jump on it!

Play Calling

Before you take the field, your team will need to have a play. The Play Select Screen offers you a variety of plays for both the offense and defense, including those created in the Play Editor. (See page #20) The Offensive plays are on the top. Defensive plays are on the bottom. In the 1-Player mode only one set of plays will appear on the screen.

The Play Select Screen also shows the following information about the game:

Current Down/Yards to go for a first down
Position of the ball on the field.
Team name
Team scores
Play clock
Game Clock
Current Quarter

Note: In a 2-Player game, the Offense directs the time necessary to call the play. If you are playing defense, make your selection quickly, or the Offense may get the jump on you!

To Select Your Team's Formations and Plays

1. The Play select screen appears before each down. Press the Control pad Left/Right to scroll through the available sets and formations.
2. Press the Y, B, or A Buttons to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Press the Control pad Left/Right to move through the available plays.
4. Press the Y, B, or A Buttons to choose the play in the corresponding box. Once you have chosen your play, your team breaks the huddle and steps up to the line of scrimmage.

NOTE: Anytime the offense is in formation, you can change the view of the action by pressing the L or R buttons. You may watch the play from the sidelines, from behind the quarterback or from behind the defense.

Executing Offensive Plays

Rushing

Choose your desired rushing play and call it. You can watch the CPU execute the play or take control of the ball carrier after the hand-off. A color-coded circle (Blue for player one and Red for player two) and his jersey number appear beneath the ball carrier's feet so you know he has the ball.

To run a rushing play:

1. When the offensive line is set, press the Y Button to snap the ball. After that the quarterback will hand-off or pitch the ball.
2. Press the Control Pad in any direction to control the ball carrier.

Special Moves to shake off defenders:

To Dive:	Press Y
To Shoulder Block:	Press A
To Spin:	Press B
To Sidestep:	Press L or R

NOTE: If the rusher dives near the line of scrimmage, he will try to vault over the defenders. This is particularly useful in a goal line situation.

Passing

Choose your desired passing play and call it. You can let the CPU execute the play or move the quarterback out of the pocket and take over yourself.

To run a passing play:

1. When the offensive line is set, press the Y Button to snap the ball.
2. Press the Control pad in any direction to move the quarterback out of the pocket.
3. Press the Y, B, or A Buttons to throw a pass to the corresponding receiver.
4. Press the X button to spike the ball behind the line. This will result in an incomplete pass and loss of down, but the game clock will be stopped.

Once the ball is in the air, a yellow circle appears on the field marking the best location for a reception. Your receiver automatically completes his pattern in the direction of the circle. Once you catch the ball, immediately run up the field. You can take control of the intended receiver while the ball is still in the air to assist him in the reception of the pass, but you should let the computer handle it for you.

Sometimes a receiver will be so far upfield as to be hard to see. In this case, his marker will still be visible, and will be one of three colors indicating defensive coverage:

Green	Receiver is currently open.
Yellow	Receiver is covered by one defender.
Red	Receiver is covered by more than one defender.

Controlling your intended receiver:

1. After the ball is passed, player 1 or 2 will be able to control the intended receiver. The receiver will continue to run towards the yellow target.
2. Press the Control pad in any direction to guide your receiver toward the yellow circle, or let the computer do it for you.
3. Press the Y Button to make a dramatic dive for the ball.

"No Huddle" Plays and Audibles

Once in a while you may not have enough time to go into a huddle. When this happens, it is wise to call the play at the line.

To run a No Huddle play:

1. Immediately after the referee calls a play dead (sound of the whistle), hold the X Button.
2. The play selection screen appears immediately with your previous set and formation already selected.
3. Quickly choose the play you want.

Running an Audible.

1. Press the A Button to call up the audible indicator while waiting to hike the ball.
2. On Offense:

For a Passing Play:	Press A
For a Running Play:	Press Y

   On Defense:

For Pass Defense:	Press A
For Run Defense:	Press Y
To Blitz:	Press X

3. The B Button will cancel the audible without changing the original play selected.

Running Your Defensive Plays

Select a defensive formation and call a play the same way you would for an offensive play. The defense has a total of 10 seconds after the offense makes its play selection to break out of the huddle. As time begins to run short, "Hurry" appears flashing. If you don't choose a formation and a play in time, the computer will select an appropriate formation and play for you.

To run a defensive play:

1. When the defensive line is set, press B to select the defensive player you will control.
2. Press the Control Pad in any direction to move the selected defensive man.

NOTE: You can place your controlled defender anywhere you like, but if you cross the line of scrimmage before the ball is snapped, the defense is penalized.

To make tackles:

1. To control the player closest to the ball: Press B
2. To make a dive in the direction you are heading: Press Y

At The Line Of Scrimmage, Before The Snap

These controls are the options available to the Offense and Defense before the ball is snapped. Use these to make last second changes to confuse your opponent and gain an advantage on the field. The controls are:

For the Defense:

Reposition your controlled player	Control pad in any direction
Change player controlled	B Button
Bring up audible indicator	A Button
Choose an audible	Y, X, or A Buttons
Cancel audible	B Button

For the Offense:

Rotate Point of View	L or R Button
Make the QB vocalize	B Button
Bring up audible indicator	A Button
Choose an audible	Y or A Buttons
Cancel audible	B Button
Snap the ball	Y Button

NOTE: If the ball is not snapped before the Play clock reaches 0:00, the offense is charged with a "Delay of Game" penalty and penalized 5 yards.

After The Ball Is Set Into Play

These controls are the options available to the Offense and Defense after the ball is in play. The controls are:

For the Offense: Rushing

Run in any direction	Control pad in any direction
Dive	Y Button
Spin	B Button
Shoulder block	A Button
Sidestep	L or R Button

For the Offense: Passing*

Scramble/Control the QB	Control pad in any direction
Pass to receiver A	A Button
Pass to receiver B	B Button
Pass to receiver Y	Y Button

* Hold down the button to set the pass meter in motion. Releasing the button will start the pass. The lower the pass meter, the quicker the ball will be released and the lower it will be thrown.

For the Offense: Receiving

Control receiver closest to ball	B Button
Dive	Y Button

For the Offense: Once ball is caught

Run in any direction	Control pad in any direction
Dive	Y Button
Spin	B Button
Shoulder block	A Button
Sidestep	L or R Button

For the Defense:

Run in any direction	Control pad in any direction
Control defender closest to ball	B Button
Dive	Y Button

The Special Teams

Special teams plays are generally used in punting, field goals, and extra point attempts. They may also be used in a desperate attempt to confuse your opponent.

Offensive and Defensive Special Teams selection:

1. In the Play Select Screen, press the control pad Left/Right until the special teams box appears.
2. Press the button that corresponds to the box for a special teams play
3. Press the Control pad Left/Right to scroll through the available plays.
4. Press the Y, B, or A Buttons to select the play in the corresponding box.

Pausing The Game

During play selection:

1. Press the Start Button.
2. Press the Y Button to call a time out.
3. Press the A Button to view the instant replay.
4. Press the Start Button to resume playing.

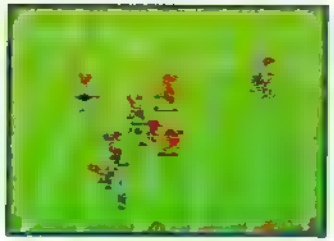
On the field:

1. Press the Start Button to pause the game.
2. Press the A Button to call a time out (if the team has time out remaining)
3. Press the Start Button to resume playing.

Time-out

Each team has three time outs per half. A time-out stops the game clock and resets the play clock with a fresh 45 seconds. It's best to call a time out when you are down in points near the end of a half, or if your opponent is attempting to run down the clock.

Instant Replay



Instant replay allows you to see your last play over again. From the Play Selection screen, press start to pause the game, then press A to view the Instant Replay mode. The controls for operating the Instant Replay function are:

Press the Y Button to rewind.

Press the A Button to go forward.

Press the X Button to zoom in and out.

Press the Control Pad Left/Right to highlight certain players.

Press the Control Pad Up/Down to lead the selected player in the direction of the endzone. This is useful to get a better view of what the player had ahead of him.

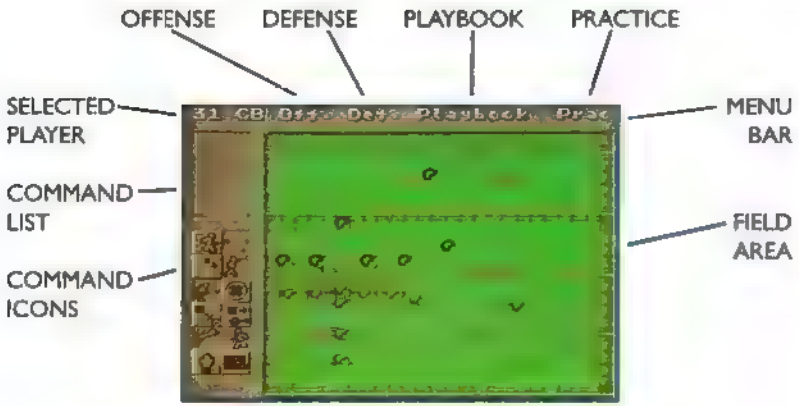
Press the B Button to return focus to the ball.

Press L or R Buttons to rotate the screen.

Press the Start Button to exit.

Play Editor

The Play Editor allows you to create your own plays and alter the current plays available. For any play you create, a unique password will be generated. These passwords can be input to any Emmitt Smith Football game pak. A single game pak can save up to 64 different passwords. Saved passwords appear as plays in the Play Selection Screen during gameplay. You can edit both offensive and defensive plays. The editor is also allows you to practice any play in the game, on both offense and defense.



MENU BAR

OFFENSE CHOICES

Team: To choose an offensive team for editing the play.

Set: To choose the set in which the team will play.

Formation: To choose the formation of the play.

Play: To choose an already existing offensive play. To edit or practice. Custom designed plays will not be available from this selection, to load them, you must choose custom list from the "Playbook" menu.

New Off.: To clear the screen of play data and start from scratch.

DEFENSE CHOICES

Team: To choose a defending team for editing a play.

Formation: To choose the formation of the defense.

Play: To load an already existing defensive play.

New Def.: To clear the screen of play data and start from scratch.

PLAYBOOK

Save To: To save and name your play.

Custom List: To load or remove saved plays.

Password: To enter the password of a play made on a different Game Pak.

Music: To choose the background music, and to lower or raise the volume of the music during gameplay.

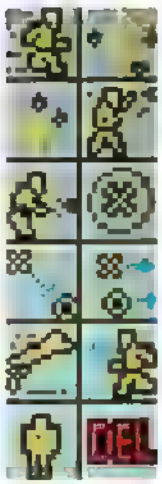
Exit: To exit the play editor.

PRACTICE

To practice the edited play currently on the screen.

*Press the A Button to practice.
*Choose the offense/defense to practice against.
*Choose where on the field to practice the play.

Command Icons



RUN	ROUTE
BLOCK	PASS
PITCH	ZONE
MAN	READ
DIVE	MOTION
PAUSE	DELETE

RUN: Defines the path a player will run. A player can have a maximum of 3 RUN commands.

ROUTE: This allows you to choose from a set of receiver routes. These are just preset groups of RUN commands. Choose routes using the following controls:

Up or Down
Switch groups: Short, Medium and Long routes.
Left or Right
Switch between the different routes in the group.
A button Choose the current route.
B button Cancel.

BLOCK: Just like the ROUTE command, except you select from shorter blocking/blitzing routes.

PASS: Passes the ball. Three receivers will be assigned. See the section on choosing receivers for more information.

PITCH. Allows you to pitch the ball to another player. Not all players are eligible to receive a pitch. A dark yellow line will connect the QB to the pitch recipient.

ZONE: Tells the selected player to cover a 5x5 yard zone around his final position.

MAN: Choose a player on offense to cover man-to-man. A dotted yellow line indicates the coverage

READ: Choose a player on offense to ireadî. The defender will parallel the offensive players motion until he crosses the line.

DIVE: Sends the player flying. If heis near the line of scrimmage, he will really take off!

MOTION: One player on offense can be iin motionî before the snap.

PAUSE: Makes the player wait. Use the control pad to adjust the wait time from 1 to 7 frames, or to wait for the ball.

In-Field Controls

Move the cursor	Press control pad in any direction.
Enter menu bar	Press Start.
Enter icon bar	Press A on a player helmet. Or X on open field.
Move player route	Press X on a player route handle. Use control pad to move route handle. Press X again to keep new position or B to cancel.
Delete player route	Press B on player route handle.
Delete command	Press B on player helmet to delete his first command
Pitch ball	Press A on the ball. (If ball has not been passed.)
Pass ball	Press X on the ball to move cursor to the Pass icon, then press A.
Select a player	Pressing any button on a player helmet will select that player. Y selects a player without leav ng the field area. The L and R buttons can be used to cycle through the players.

Menu Bar Controls

Select menu	Use control pad to move between menus.
Open a menu	Press A
Close a menu	Press B
Return to field	Press X or Y

Command List Controls

Select command	Use control pad to move between commands.
Delete command	Press B
Move to handle	Press A on a RUN command to move cursor to its handle.
Change PAUSE	Press A on a PAUSE command to change the time the player is to wait.
Change PITCH	Press A on a PITCH command to change the receiving player.
Return to field	Press X or Y

Command Icon Controls

Select icon	Use control pad to move between icons.
Add command	Press A to add the command to the selected players command list.
Return to field	Press X or Y

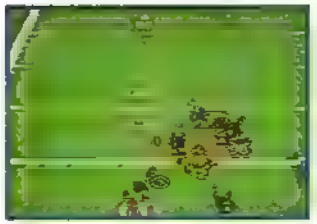
Play Editor Tutorial

From the title screen, press Start, and choose Mode: Editor. The offense is lined up in a Goalline formation. For this example, we will use a Pro-Form formation, and make a running back option play. Follow these steps:

- Press X to leave the field area.
- Press Up to go to the Off menu.
- Press A to open the menu and move down to Formation and press A again.
- Press Down until pro-form is displayed, then choose it by pressing A.
- Press X to return to the field.

Now we are ready to make a play.

- Move the cursor to the running back lined up to the lower left of the QB.
- Press A to move to the command icon area.
- Move the cursor down to the PAUSE command.
- Press A to choose the pause command.
- Press Up 7 times to make him wait for the ball
- Press A to add the command to the running backs command list.
- Move the cursor to the QB.
- Press A to move to the command icon area.
- Move Up to the RUN command.
- Press A to choose the run command.
- Press Down 4 times. Press Left 1 time.
- Press A to add this to the QBís command list.
- Press Down once to place the cursor over the ball.
- Press A to pitch the ball.
- Press Left 3 times to move the ball over to the running back.
- Press A to pitch to the running back.
- Press Up 3 times to move the cursor to the running back.



- Press A to move to the command icon area.
- Press Right to move to the ROUTE command icon.
- Press A begin choosing routes.
- Press Right 4 times to move to the 4th short route.
- Press A to choose this route for the running back.
- Move the cursor to the ball (now at the end of the running backs route)
- Press X to move directly to the PASS command icon.
- Press A to make the running back pass the ball. Notice the receiver markers.
- Move the cursor to the player helmet with the Y receiver marker above it.
- Press A to move to the command icon area.
- Move Up and Right to the ROUTE command icon.
- Press A begin choosing routes.
- Press Up twice to move to the Long group of routes.
- Press Right once to choose the second Long route.
- Press A to choose this route for receiver Y.
- Press Start to move to the menu area.
- Press A 3 times to practice this play against a defense at the 50.

Once the teams are lined up, press Y to hut the ball, and control the play yourself or watch the players execute their commands automatically. Once the play is finished, you may watch an instant replay of the action. Press start to end the replay and return to the play editor. You may continue to modify this play as much as you like. Right now, only receiver Y runs out to receive, but this is just an example!

Credits

Producer:	Yoji Takenaka Nimai Malle
Assistant Producer:	Chris Scaglione Aki Akaike
Programming:	Nimai Malle Scott Hartin
Artwork:	Rick Helmick
Sound:	Dan Canary
Testing:	Julio Arreygne Ron Talay Yoshiaki Kataoka Makoto Orii
Thanks to:	Lawrence Hiler Hector Ramos Victor Ramos

and
EMMITT SMITH

90 DAY LIMITED WARRANTY

JVC Musical Industries, Inc. warrants to the original purchaser of this JMI software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This JMI software program is sold "as is" without express or implied warranty of any kind, and JMI is not liable for any losses or damages of any kind resulting from the use of this program. JMI agrees for a period of ninety (90) days to either repair or replace, at its options, free of charge, any JMI software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the JMI software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JMI BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE JMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limited or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

JVC Musical Industries, Inc.
3800 Barham Boulevard, Suite 305
Los Angeles, CA 90068
1-900-454-4JVC

EMMITT SMITH FOOTBALL™ is a trademark of Emmitt Inc.
© by Emmitt Inc. All Rights Reserved.
©1995 JVC Musical Industries Inc.
Produced by NCM Entertainment Inc.
Chip Level Design Sound Driver ©1994 The Bitmasters.

3800 Barham Blvd., Suite 305
Los Angeles, CA 90068

PRINTED IN USA